## **Images from mirrors**

- Understand difference: Object Image
- **Images** can be:
  - real or virtual
  - erect (M>0) or inverted (M<0)
  - enlarged (|M|>1) or reduced (|M|<1)
- mirror formula:

$$\frac{1}{p} + \frac{1}{q} = \frac{1}{f} = \frac{2}{R}$$

- sign convention: (see Table 26.1)
  - p,q positive on the left, negative on the right
  - f,R positive for concave mirror, negative for convex mirror
  - if light approaches from the left
- magnification:

$$M = -\frac{q}{p} = \frac{h}{h}$$

# **Images from lenses**

- **Images** can be:
  - real or virtual
  - erect (M>0) or inverted (M<0)
  - enlarged (|M|>1) or reduced (|M|<1)
- thin lens formula:

$$\frac{1}{p} + \frac{1}{q} = \frac{1}{f}$$

- sign convention:
  - p positive (real) on the left / negative (virtual) on the right
  - q positive on the right, negative on the left
  - f positive for convex lens (converging)
  - f negative for concave lens (diverging)
- magnification:

$$M = -\frac{q}{p} = \frac{h}{h}$$

### Ray Tracing

#### • For Mirrors:

- parallel ray passes through focal point
- focal point ray is reflected parallel to principal axis
- ray incident at vertex reflected about principal axis
- radial ray (through center of curvature) reverses direction

### • For Lenses:

- parallel ray passes through focal point
- ray through/from/towards focal point becomes parallel
- ray through center of lens is not deviated